

Abstract:

The purpose of this BIM-Wiki entry is to walkthrough the process of transferring a 3D Google Sketchup model into Autodesk's Project Vasari or Revit. A benefit to this is if you create a detailed model in Sketchup, you won't have to recreate it in Vasari or Revit. A drawback is that you lose some editing capabilities after the transfer. However, as you go through these steps, there are opportunities to make the model more adaptable in the different programs. This is very helpful in the design development phase of projects.

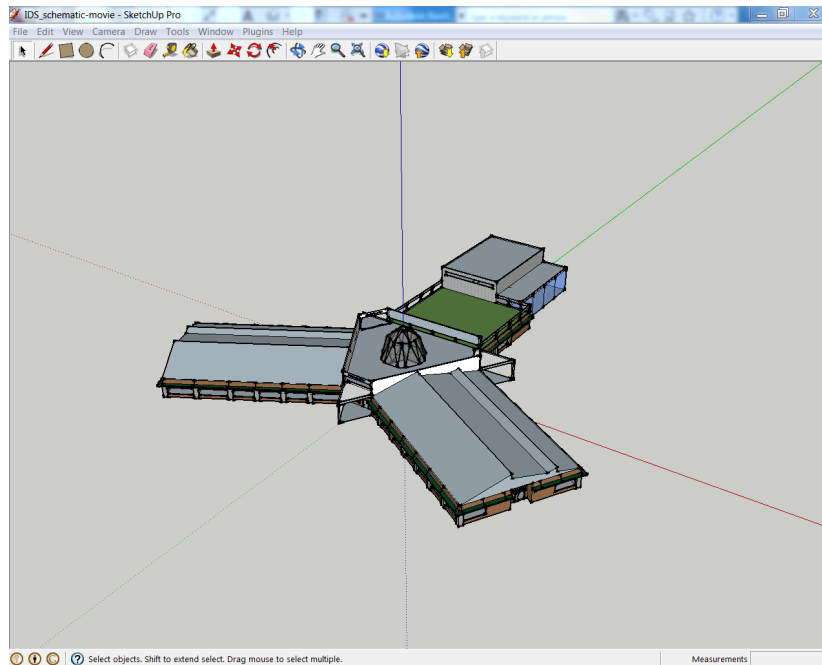


Figure 1: Original Sketchup Model

Step 1:

Open your model in Sketchup. If you want to transfer the entire model to Vasari/Revit (V/R) continue to step 2. If you want to transfer only a portion of your model, do the following:

1. File > Save as > *Save your file as something different so you don't mess up your original model
2. Delete any part of the model you do not want to transfer into V/R.
3. File > Save

Sidenote: It is always helpful to have your model separated into multiple layers (example: floors, exterior walls, interior walls, doors, windows, etc.). These layers will transfer with the model into V/R.

Step 2:

Export your model to an AutoCAD file.

1. File > Export > 3D Model...

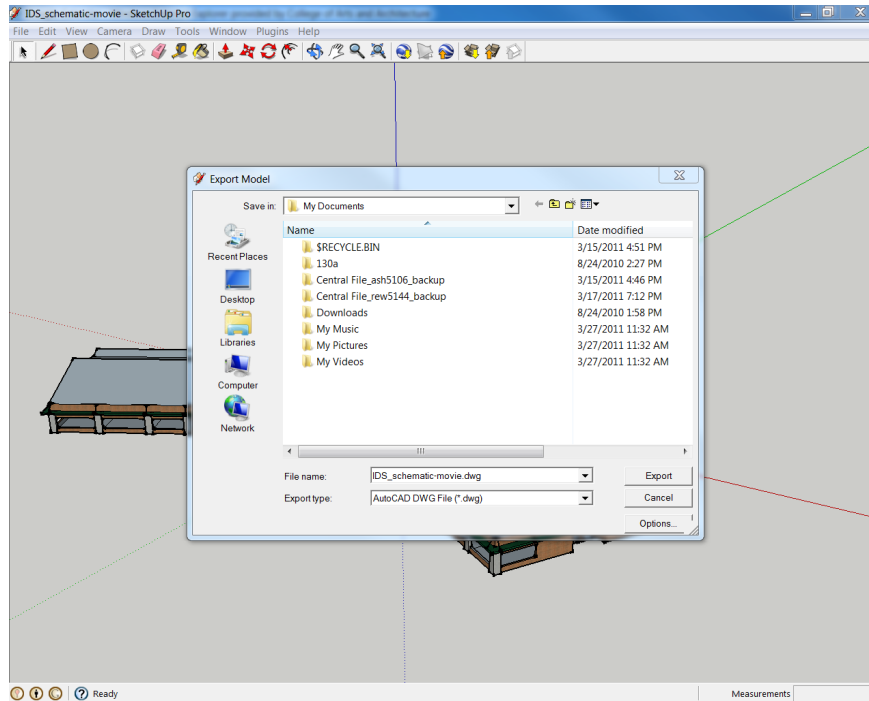


Figure 2: Export Model Dialogue Box

2. Make sure your export type is “AutoCAD DWG File (*.dwg)”
 - a. This can only be done in SketchUP pro
3. Select a folder for your export destination.

Step 3:

Open Vasari or Revit. If you are importing your 3D model into an existing Central File, then open the Central File first. If you are starting a new file, go through the necessary steps to create a new Central File before importing.

1. Insert > Import CAD > *Select your file

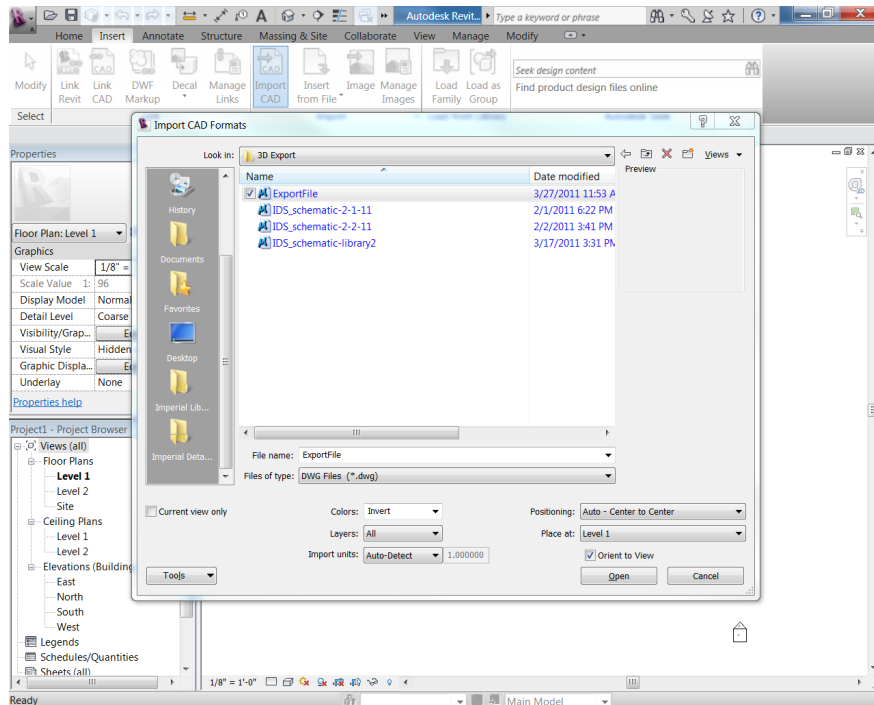


Figure 3: Import CAD Formats Dialogue Box

Your file will now be imported into V/R as an object that you can explode and edit. Most features available in V/R will work with your imported model.

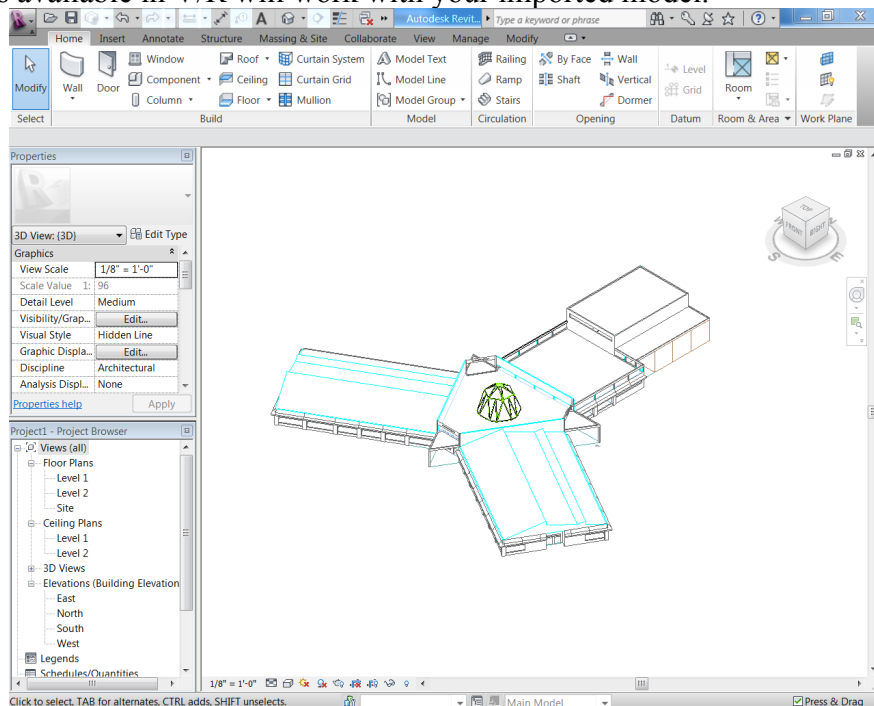


Figure 4: Imported 3D Model into V/R

Sidenote: As mentioned previously, if you have layers established on your SketchUP model, they will transfer. You can open up the file in AutoCAD to make any necessary edits to colors/properties of those layers. You can also edit them in V/R.